**FIRST® LEGO® League Discover**

**Course Description**

In the FIRST LEGO League Discover professional development course, participants will learn how to engage children ages 4-6 in the Discover program. The Discover program uses a playful approach to introduce STEM concepts to children while igniting their natural curiosity and building their habits of learning. Participants will explore hands-on activities for the classroom and at home using LEGO® DUPLO® bricks.

**Course Requirements**

- Computer with Internet access for remote meeting
- Apps/accounts: Kahoot and FlipGrid (free versions)
- *FIRST Discover Set: Team Meeting Guide and Engineering Notebooks*
- *LEGO STEAM Park set*
- Separate container for organizing the LEGO elements (optional)

*You can use current or prior season Challenge Sets, Team Meeting Guide, and Engineering Notebooks
*Materials are included with a Class Pack and can be purchased through the FIRST Dashboard as well as LEGO products.  [FIRST Dashboard](https://dashboard.firstinspires.org).

**Course Objectives**

By the end of this course, you will:

- Participate in the FIRST experience from a student’s point of view
- Explore the essential components of the FIRST LEGO League Discover
- Experience using the FIRST Discover Set, Team Meeting Guide and Engineering Notebook and LEGO Education STEAM Park Set
- Practice Six Bricks activities and learn how to facilitate Discover in your classroom
- Obtain ideas to run and facilitate hands-on playful learning
- Collaborate with other participants and share best practices
- Have experience with Project-Based Learning, the Engineering Design Process, and 21st Century Skills
- Implement Diversity and Inclusion practices
- Utilize, model, and reinforce the FIRST Core Values

**FIRST is a global robotics community that prepares young people for the future.**

[www.firstinspires.org](http://www.firstinspires.org)